

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GAME OVER IS THE HOTTEST NEW BAME THAT KIDS ALL OVER THE WORLD ARE EAGERLY ANTICIPATING. BUT SOMETHING STRANGE IS GOING ON - BETA TESTING KIDS ARE GETTING SUCKED INTO THE BAME. SPECIAL AGENT CARMEN CORTEZ HAS BEEN SENT INTO THE BAME TO SHUT IT DOWN BEFORE IT GOES ONLINE AND KIDS EVERYWHERE ARE TRAPPED INSIDE. BUT NOW CARMEN HAS BONE MISSING. JUNI MUST NOW RETURN FROM RETIREMENT TO RESCUE HIS SISTER CARMEN AND SHUT DOWN THE BAME BEFORE THE TOYMAKER CAN TRAP THE WORLD'S CHILDREN WITHIN HIS VIRTUAL PRISON.



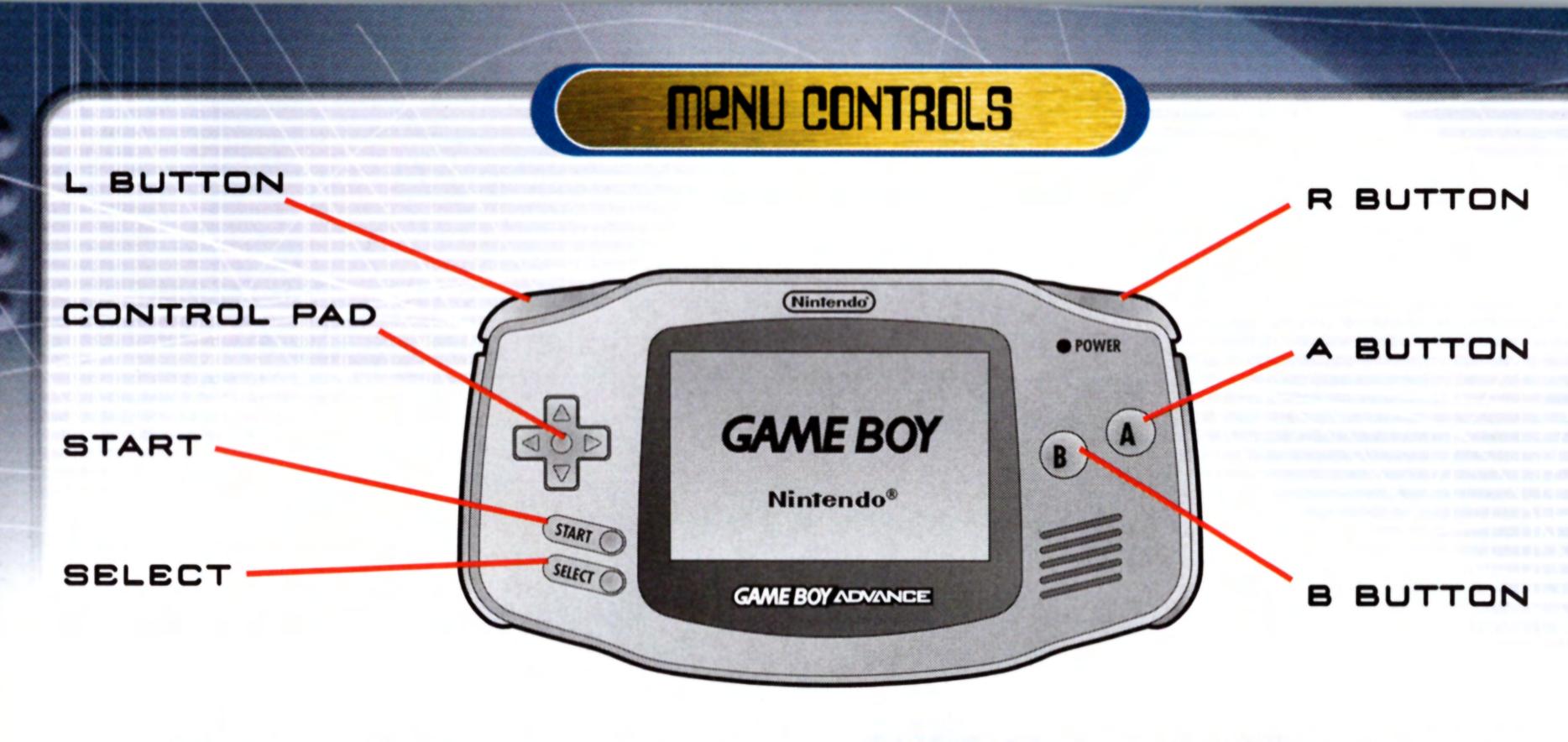
GETTING STARTED

The Title Screen

After the legal information, you'll see screens for Disney Interactive, Dimension Interactive, Troublemaker Studios, Digital Eclipse Software, Inc. and finally, SPY KIDS™ 3-D: GAME OVER. Press START to proceed to the Main Menu.







These are the buttons you need to press when you are on a menu screen.

+ Control Pad Up and Down Highlight menu options

A Button Select option

B Button Return to the previous screen

The Main Menu Use + Control Pad Up and Down to highlight New Game, Load Game, Options, or Bonus Password. Press the A Button to select.

New Game Start a new game.

Load Game Load a previously saved game.



Options Turn your sound effects and music settings on or off. You can also select the number of continues you would like.

Bonus Password Get secret codes at McDonalds® from any of the SPY KIDS™ 3-D: GAME OVER collectible figures in the SPY KIDS™ 3-D McDonalds® Happy Meal®, or at www.mcdonalds.com.



PLAYING SPY KIDST 3-D: GAME OVER

There are 4 unique game environments in SPY KIDS™ 3-D: GAME OVER, with a total of 12 levels. After completing a level you will be able to go back to any level you have already completed to find allies or 3-D screens you might have missed.

GOALS

You must guide Juni through each of the game's worlds, defeating enemies and world bosses. Along the way you must find and free allies from all three of the Spy Kids™ movies, so that they can help you defeat the Toymaker in the final "Un-winnable Level." Throughout the game, you may also find and pick up 3-D images from the movie SPY KIDS™ 3-D: GAME OVER.

PAUSE SCREEN

Press START to activate the Pause Screen. Here you can view the special Juni moves you have acquired. You can also view all the 3-D screens you have unlocked within the 3-D Gallery option.

MISSIONS AND WORLDS

Platform World

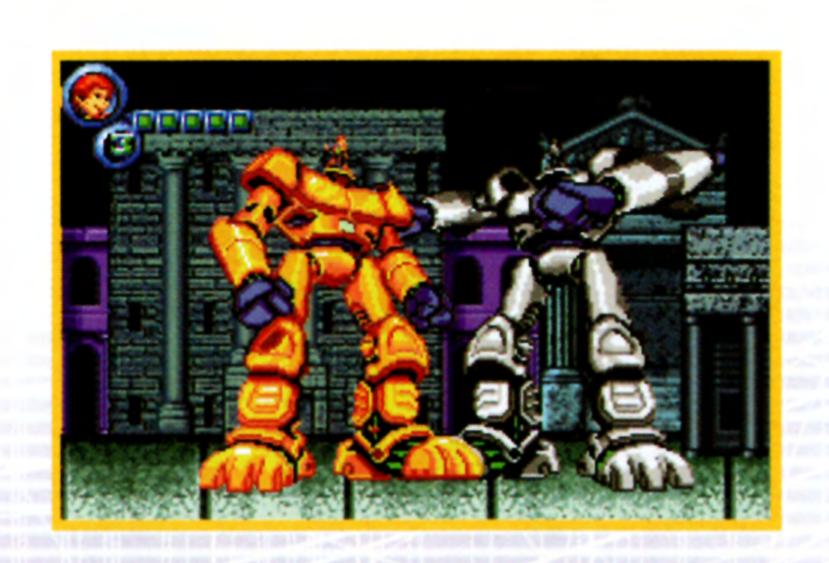
Guide Juni through this treacherous world of floating platforms, killer Mechs and other dangerous creatures. This is just the first of many worlds that you must rush through if you are going to find Carmen and catch the Toymaker before he can bring the game online around the world. The fate of kids everywhere is in yours and Juni's hands.





Robocon World

Juni must control a large mechanical Mech the size of a skyscraper, match his enemies with brute strength, break through barriers, and gain new Robocon moves such as: Rocket Punch, Buzzsaw Attack, Mech Shield and the Hammer Slam. Use these moves against the enemy Mechs.



Lava World

Be careful! One false move and you're toast! Lava Pools and Fireballs are all over this place. Juni must battle against Lava Creatures of all sorts. Fight your way through the lava spewing creatures and get to your Lava Surfer. Surf through the world by ducking, jumping and avoiding all enemies and lava traps along the way!



Mega Racers

Here's your chance to show your stuff! Race around crazy, dangerous railways to beat the other racers. Find the quickest and shortest route through this maze of tracks. Can you make the best time?





PLAYER MOVES

Throughout the game, Juni has basic fighting moves, but will be able to enhance them with Special Skills which he will earn throughout the course of the game.

Juni Controls

+ Control Pad Left/Right	Move Left and Right	
+ Control Pad Up/Down	Look Up / Look Down or Crouch	
START	Pause / Special Skills Menu	
A Button	Jump	
B Button	Attack	
L Button	Switch Special Skill	
R Button	Special Skill	

Advanced Juni Controls

Jump + Control Pad Down + B Button	Jump Stomp
Tap B Button repeatedly	Punch Kick Combo
Down + B Button	Low Kick
+ Control Pad Left or Right + A Button	Long Jump
Ledge Grab	Juni will grab ledges if he falls off or jumps at them. Use the + Control Pad Up to climb onto the ledge.



Robocon Controls

+ Control Pad Left/Right Move Left and Right

A Button Jump

B Button Attack

R Button Mech Weapons

L Button Switch Mech Weapon

Mega Racer Controls

A Button Jump

B Button Gas

R Button Use Nitro Power Up

SPECIAL SKILLS

Juni will acquire special skills after the successful completion of a world. There are 5 special skills in total, but only one of these moves can be active at any time. To activate a specific special skill, press Start to pause the game, and then select the Special Skills sub-menu.



Super Jump This skill gives Juni the ability to jump twice as high as the normal jump. This can also be used in conjunction with Juni's "Jump Stomp" attack.



Power Staff This skill allows Juni to use his power staff against far away enemies.





Triple Punch This move makes Juni do a quick triple punch combo that has Juni travel across the screen punching three times as he moves.



Phengy Stealer When performed correctly, energy will be taken from the enemy and given to Juni. If Juni is at maximum health, the energy will simply dissipate.



Super Stomp This skill is a super version of Juni's regular "Jump Stomp" attack. When performed, the nearby enemies will be stunned for an extended period of time.



POWER UPS



up Provides the player with an extra life count.



3-1 Card When you find a 3-D Card, a Special Bonus Picture is unlocked in your 3-D Gallery. Put on your 3-D Glasses to check it out!



Bridge Key This is a key to help you activate and extend a bridge located within a level.



Gold Coin Juni gets 100 points for every Gold Coin he collects!



Blue Coin Juni gets 200 points for every Blue Coin he collects!



Health Pack Increases Juni's health meter.



Nitros Use these for a quick burst of speed in your Mega Race.





Platform Crate Has hidden power-ups inside which are only found in the Platform World.



Mech Crate Has hidden power-ups inside which are only found in the Robocon World.



Lava Crate Has hidden power-ups inside which are only found in the Lava World.



Mech Rocket This power-up gives Juni's Mech the ability to launch rockets at enemies from a distance.



Mech Buzz Saw This power-up gives Juni's Mech the ability to launch buzz saws along the ground at enemy robots.



Mech Hammer This power-up gives Juni's Mech the ability to smash nearby enemies to temporarily stun them.



Mech Shield This power-up gives Juni's Mech the ability block rockets from enemies.



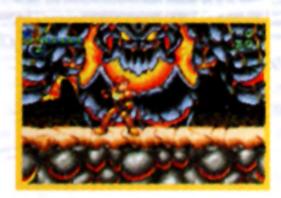
BOSS2S



Platform Boss Juni's running out of time! There's only one thing standing in his way... a giant turtle. This Boss doesn't slow down for anything. Use your new "Super Jump" to avoid his rolling attacks.



Robocon Boss Welcome to the Arena of Misfortune. Juni will face his most difficult battle yet! Face off against the enemy Mech by using your newly acquired special mech moves. Remember, some moves are good for low attacks and some moves are better for high attacks. Don't forget to use your shield!



Lava Monster Things are heating up! Look out for pounding fists and ferocious explosions. Juni must move quickly and find the monster's weak spot!



The Toymaker's Mech The Toymaker's Mech towers over skyscrapers. Juni must avoid the clutches of the evil Toymaker and stop him from destroying the city!



CR2DITS

Miramax

Based on the film by Robert Rodriguez

Released by: Dimension Films

Many Thanks

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Very Special Thanks To:Robert Rodriguez

Visit: www.spykids.com

TECHNICAL AND CUSTOMER SUPPORT

Internet Support
To access information about Disney Interactive games on the World Wide Web, point your browser to www.disney.com/cdromsupport. You may also email a Disney Interactive Customer Support representative at interactive.support@disneyonline.com.

Game Hints and Tips

Game hints and tips are available on the Disney Interactive Customer Support Website. To access Game Hints and Tips on the World Wide Web, point your browser to www.disney.com/cdromsupport. If you do not have Internet access, please send a selfaddressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.



Telephone Support

You may contact Disney Interactive Customer Support at (888) 817-2962. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (888) 817-2962.

Replacing a Defective Game Pak or Missing/Damaged/Lost Items

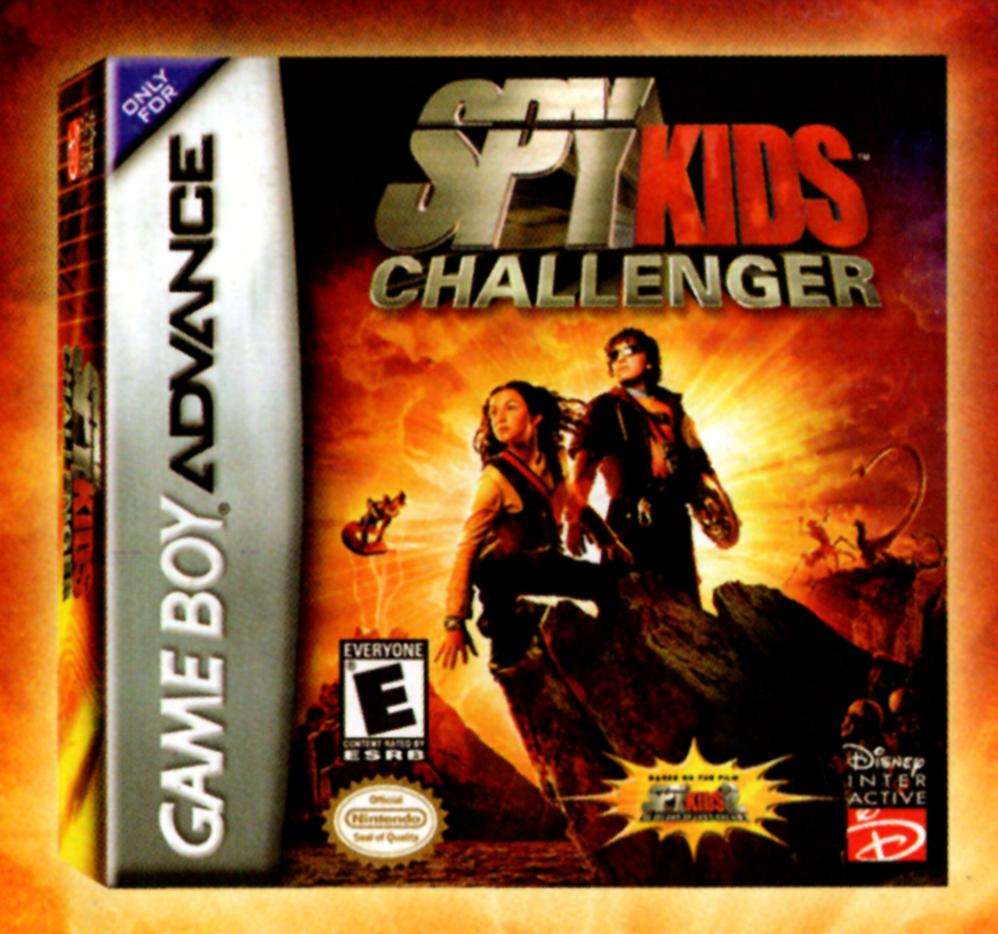
If you need to replace a lost or damaged item, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a Game Boy Advance Game Pak.

Warranty and Service Information

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with a Disney Interactive Game Boy Advance Game Pak, within 90 days from the date of purchase, please call the number listed under Telephone Support. We will gladly exchange the product for another Disney Interactive Game Boy Advance Game Pak or refund the purchase price, plus any applicable sales tax. This offer is good in the U.S. and Canada only.







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